THE
TERRIBLE
THREE
BY
C.H.
GREENBLATT

HARVEY is such a nice kid.
Ask anyone in the forest and they'll say, "*Who?*"

Once you point out the bird with the big head,
they'll nod and say, "*Oh yeah, him. He's nice.*"

Harvey isn't thrilled with being nice.
After all, nice doesn't get you noticed.
Nice doesn't make you the hero.
Nice doesn't get you the girl.

Nice just isn't very fun.

And if there's one thing Harvey really wants,
it's to start having some fun.

FEE and **FOO** are not nice.
Ask anyone in the forest about these twins
and they'll say, "*AAAAAAAAA!*" as they run away.

Fee and Foo love their life.
They have complete freedom to do
whatever they want, whenever they want,
and no one is ever going to stop them.

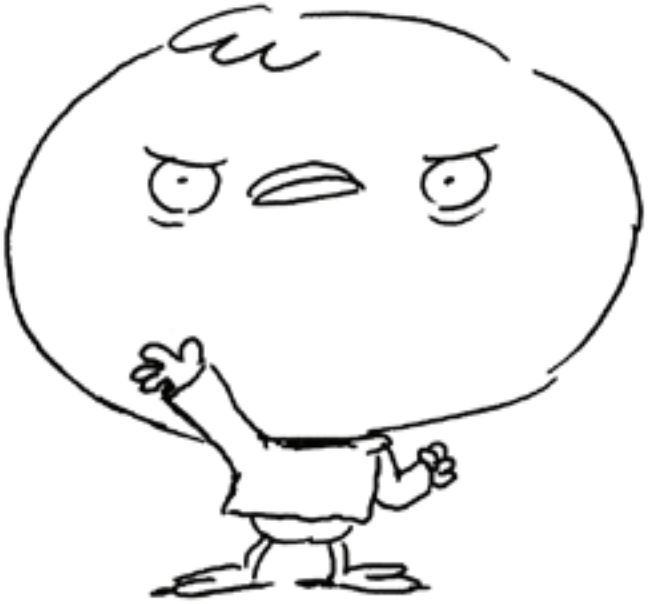
But being this bad means they don't have
any friends.

And if there's one thing Fee and Foo
really want, it's to have a true friend
who's not afraid of them.

One day the three met.

And here's where things become interesting…

THE CONSCIENCE



The Terrible Three is about an unlikely friendship: two uncontrollable kids and the most well-behaved kid in the forest. But together, they give each other what they need emotionally.

Harvey will get the guts to be strong and take control of his life. The twins will get the empathy to make friends and find a home where they're welcome. But most of all, they'll have fun finding the joy of life's little everyday moments and steamrolling it into excitingly massive chaos.

THE STUBBORN ONE

THE WILD ONE

HARVEY TWEETS

• a good-natured bird who has such a strong inner voice that he has a hard time breaking the rules
• envies the freedom the twins have. When he's around them, he feels more confident, like he can do anything. This usually leads to painful results, but the exciting thrill outweighs any negatives for him.
• tries to act like the bad boy, but can't really pull it off convincingly
• he has a creative mind and often uses it in artistic ways
• he can turn that creativity into mischievousness when he needs to
• his conscience keeps the twins in check
• scared of Foo and his physicality
• teases Fee for being rude and un-girly
• has a crush on Doereen, but is too nervous to really to act on it
• wants his parents to see that he's more independent than they give him credit for, yet doesn't want to disappoint them
• if he didn't have the twins in his life giving him courage, he'd be a kid who would never have the guts to stand out
• doesn't have many other friends his own age - most of the other kids never gave him much notice

FOO

• an imp who is a total wild child, driven by his base needs
• never thinks before acting and never second-guesses himself
• sees Harvey as his absolute best friend, but unwittingly torments him (like if you were friends with the guys on *Jackass*)
• doesn't like it when Fee tries to control him, but has an emotional connection to her that runs deep. They feel they're the only two that really understand each other.
• selfish and greedy, he thinks everything is his
• easily bored, always looking for ways to entertain himself
• will do anything for furberries, a sweet, furry berry native to the woods
• full of energy, like a monkey or a gremlin, but eventually wears out and then sleeps a lot
• doesn't hide his emotions - you always know exactly how he feels
• he loves being around Harvey's family and doesn't want to mess that up

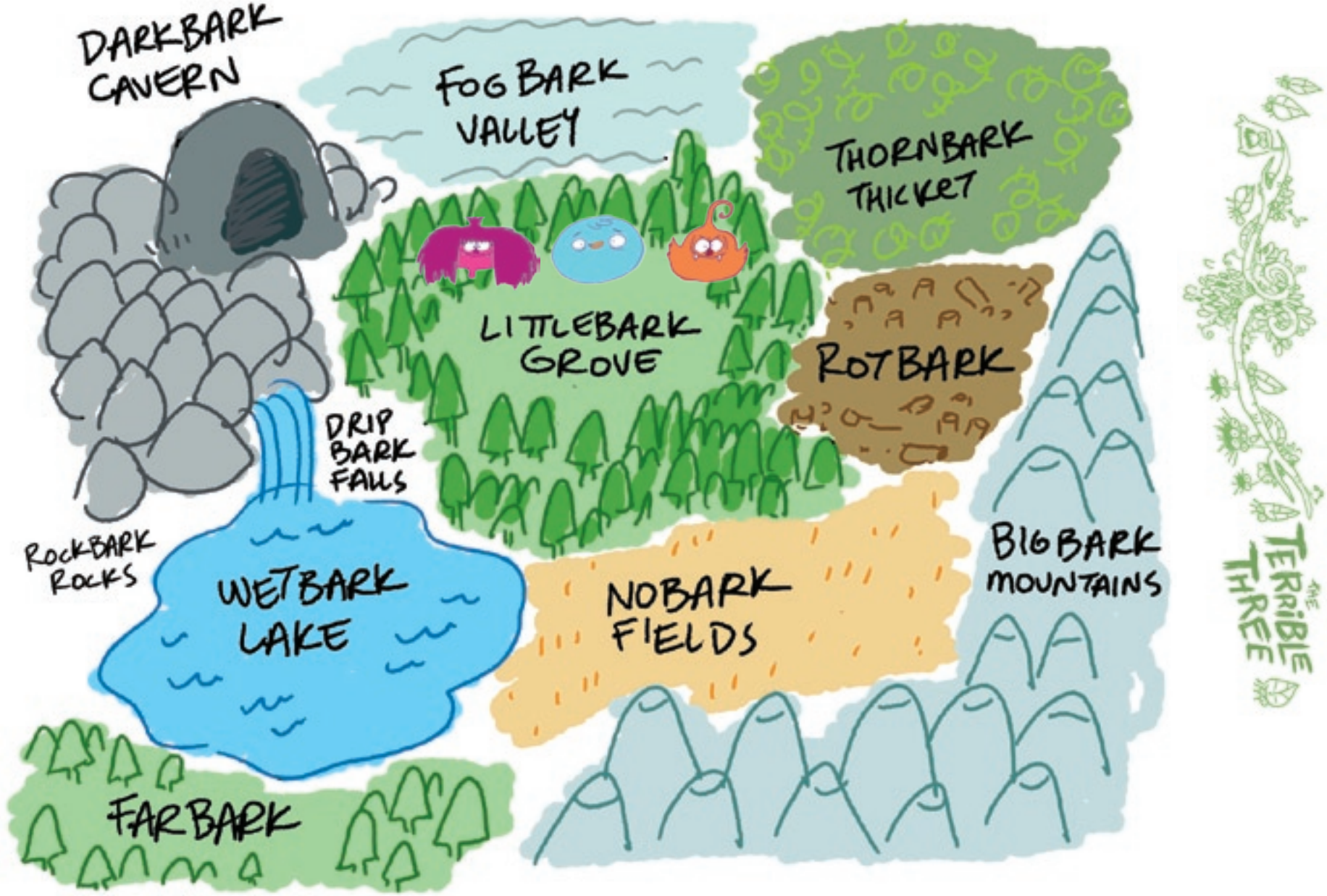
FEE

• a stubborn imp who is confident that she can do anything and won't let convention, logic, or rules stop her
• gets frustrated when people tell her she's wrong or can't do something
• she believes herself to be queen of the forest
• she has no idea how the world really works. She's not stupid, just uninformed. When things don't go the way she expects them to, she tries to force them. If she could, she would bend the world to her will.
• extremely protective of her brother's feelings. She threatens Harvey that if he ever breaks Foo's heart, she'll kill him.
• Harvey's wussiness annoys her, but she likes that she can easily manipulate him since he wants to be so much like her and Foo
• deep, deep down she has a crush on Harvey. She would never admit it, not even to herself. This manifests as frustration becasue she doesn't know why she has conflicting feelings about him.
• doesn't give much care to her appearance - she always looks disheveled
• also loves being around Harvey's family and that feeling of belonging.

The twins have never been close to anyone and have never had any rules. Because of their nature, they've always pushed people away. Harvey is the first person they've let into their hearts. Foo loves Harvey unconditionally, but Fee still has a hard time trusting. They live above Harvey in the branches of his tree, free spirits without a house to tie them down.

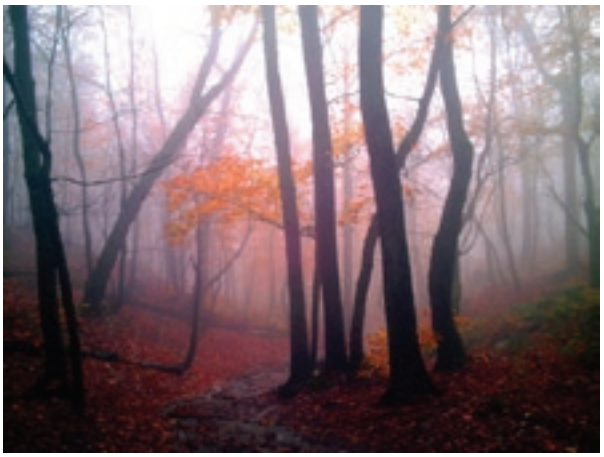
Harvey feels that he's found his first true friends. The twins may give him grief, but he knows deep down they care and will stand by him. He's inspired by their strength and the bond they share. There's never been anyone as exciting in his life as these two and he'll defend them to anyone. Even more than friends, he thinks of them as family.

TREEBARK WOODS



THE TERRIBLE THREE

Their world is a hidden, imaginative forest filled with living trees and fantastical spirits, giant insects and living seeds.
A lush grove separate from our world, it seems like a wonderful and magical place. But to its inhabitants it's just a neighborhood where they go about their daily lives. Their economy works on a barter system, trading nuts, berries, potatoes, and mushrooms for goods and services.



** Note: these are for color and lighting refence only. The backgrounds of the show won't be photos.*

MIRIAM TWEETS

(Harvey's mom) Overprotective and overworked, she's often stressed out with her medical practice. She worries about Harvey running around the woods, and with good reason: he's very accident-prone. The twins act like angels around her. The last thing they'd want is to upset the lady they consider to be their surrogate mother. She's completely oblivious to how crazy they are.

IRVING TWEETS

(Harvey's dad) A stay-at-home dad, he's always trying to keep himself busy with new hobbies (mostly so he can avoid doing housework). Happy to see his son coming out of his shell, he let's him go off and get into trouble. He totally knows the twins are mischievous, but happily keeps quiet about it. He likes them and trusts them to look after his son.

A running theme among the inhabitants of the forest is that they see themselves one way, but are actually very much the opposite.

TECHNOBEAR

A grumpy, Russian bear who spends his nights out dancing, hoping to meet a "premium" lady. He thinks he's a suave ladies' man, but is actually very shy around girls. When they're not messing with him while he tries to sleep, the kids are helping this lonely bachelor find the lady of his dreams.

DEWEY

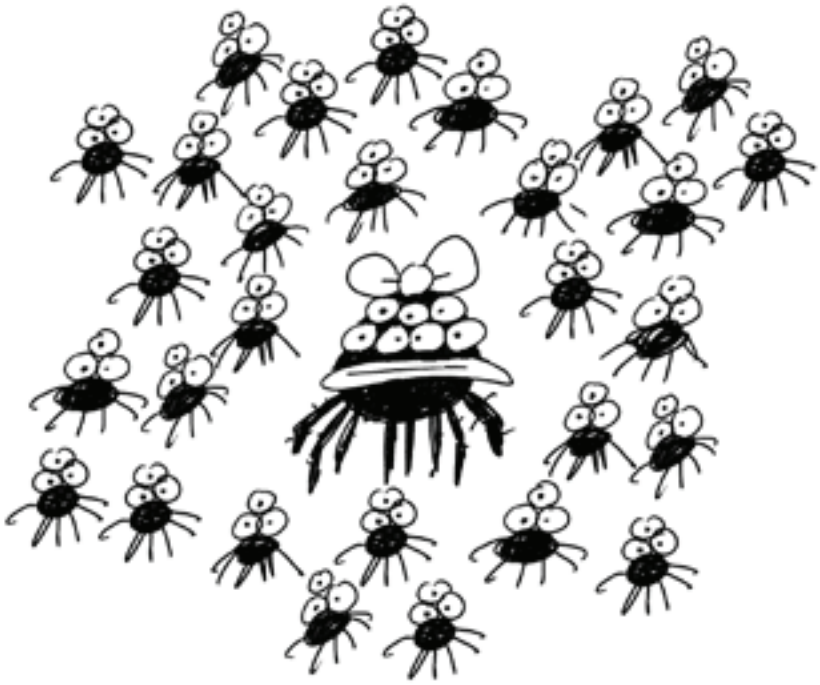
A laid-back clump of moss who is the forest handyman, he spends a lot of time fixing things after the kids break them. But instead of being upset about it, he always looks at it as part of the circle of nature. He's a total hippie space-cadet, not always quick to get work finished or to even do it particularly right. He acts as a kind of wise sage to the kids.

OFFICER FINCHER

He's the law in the forest; tiny, uptight and a little too serious about his job. The kids are definitely at the top of his "trouble" list. Sadly, he has no power to actually enforce anything; he's essentially a mall cop. All he can do is write people's names down in "the book."

DOEREEN

It's universally acknowledged that she's the prettiest girl in the forest. With long legs like that, how could she not be? She's like a beauty pageant girl: not terribly deep, but no one seems to care. Especially not Harvey. He pines for her hard, in love with the perfect dream of who she is rather than the reality. And against her better judgment, this irritates Fee. Is it because deep down she likes Harvey? Doereen, however, doesn't even know Harvey exists.

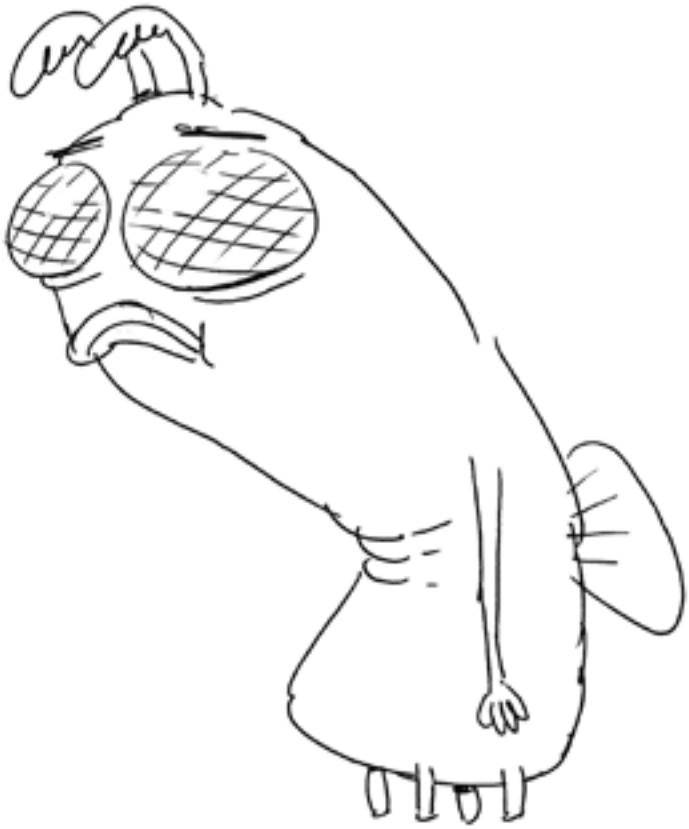


TERA RANTULA

A frazzled single mother with dozens of babies always swarming around. The kids help her out when they can, but all these babies can be even too much for them to handle. Unable to keep an eye on them all, the babaies are always getting into everything. Luckily spiders are very resilient, especially baby ones.

MOFF

A pessimistic, giant moth. He believes that he's too smart and that's why he can't be happy - knowledge only brings misery. He often hangs with the kids because he says he has nothing better to do. But really they entertain him and bring a tiny bit of joy to his days. Plus he likes trying to correct them. He can't really fly and always falls out of trees.



THE SQUI-RRELS

(they're French)

A family of bumbling criminals who think they're world-class theives. They have one goal in mind – steal the nuts from the trees! The kids sometimes find themselves working for this inept gang, mostly because the pay is good and they get fed. They're led by Papi, an obese patriarch who has to be carried around on a leaf by ants.

THE STUMP

The most ancient tree in the forest, she is considered to be quite wise, but really she's gone kind of loopy. People go to her when they need advice. She's rarely helpful however.

ROOTER

Obsessed with being strong, this musclehead boar can often be found lifting heavy objects for no good reason. He's got the attitude that strength equals self-worth, with the goal to be the strongest in all the forest. He's a showoff and a braggart but is ususally getting showed up by others, especially the twins.

STORIES

A general note about stories:
I'd like these to be a little less about complicated plot and more about small moments that let the characters live and breathe. There can be lots of conflict and tension without things happening at a breakneck pace all the time. Each story will be driven by emotion, with some action and over-the-top craziness, but must have quiet moments of character silliness to balance them. I want the stories to evolve naturally out of the characters existing in this forest, to be able to enjoy seeing how they might find trouble, how they make terribly wrong decisions, and how they might react in a weird way to the little nothings that happen every day, without needing any complicated plot setups. The stories should always be unexpected and surprising. If we've seen it before, I don't want to do it. The kids don't go to school or have any daily agenda, other than finding ways to entertain themselves. I think there are endless possibilites in this idea.

A Broken Arm

During a crazy game of forest tag, Harvey falls and breaks his arm. His mom puts a cast on him up at her clinic, but she's not happy about this. She tells him he has to stay indoors until it's healed. He tries to sneak out but gets caught. Knowing that he's going stir crazy stuck inside his home, the twins decide to bring the outside in. They fill his room with trees and dirt and other mess. This story defines both his realtionship with the twins and with his parents.

Aces

While playing a card game at Harvey's, Fee discovers that she can win when she plays ace cards. Excited by this new-found power, she gathers all the ace cards she can find and starts using them in her daily life, thinking they'll let her win at everything.

Harv of Darkness

Tired of not being taken seriously because he's so nice, Harvey decides that he needs to do something drastic - he dyes himself jet black! Now he's mysterious and dangerous. But he soon discovers this is a problem since he keeps blending into the forest. He figures the only solution is to paint the whole forest bright colors so he can be seen.

In Bloom

It's spring and the plants are blooming. But Harvey is miserable because of his allergies. The twins convince him that the only way to get better is to wage war on all the flowers.

Furberry Cookies

When Harvey accidentally breaks Foo's favorite poking stick, he decides to make it up to him by baking a big batch of furberry cookies (Foo's favorite). But not knowing the first thing about baking, he franticly searches for someone who can help him. He's soon surprised to find that Rooter is actually a very good cook, but has kept it hidden because he feels it's embarrassing. Rooter swears him to secrecy. But when Foo wants more of the delicious cookies, Harvey has to reveal his source.

The Challenge

Fee and Harvey challenge each other to go one whole day without saying a word. Foo will be the ref. As the day goes on, everyone thinks that Harvey is a jerk for not talking to them and that Fee is polite for being so quiet. More and more problems occur, but neither will give up. Can Harvey be more stubborn than Fee?

Spring Cleaning

It's time in the forest when everyone has to pitch in and clean. Trees must be polished, leaves vacuumed, the lake dusted, and rocks washed. Forced to help, the kids just make things messier as they entertain themselves. Frustrated with this, the rest of the animals ban them from helping. But annoyed that they're not allowed to be a part of it, the kids decide they're going to get that forest clean even if they have to destroy it all!

Night Out with Technobear

The kids always enjoy messing with Technobear as he sleeps during the day. When they follow him one night to the dance club he frequents, they see he's not the ladies' man he pretends to be; he's really just a shy wallflower. The kids offer to help him get a date if he promises to sneak them into the club. Once in, the kids cause nothing but trouble, but they do get him the date they promised. This story lets us see Technobear's vulnerability and how the kids respond with a genuine desire to help him.

Toss and Turn

After a hard day of playing, the kids are dead tired and go to bed. Foo can't get comfortable up on his branch with his sister. Sick of his fidgeting, Fee tosses him into Harvey's bed. Attacked by this twitching, sleeping monster, Harvey moves to a different place in his room. But wherever he goes, Foo somehow contorts himself to follow. Unable to escape, Harvey must figure out how to protect himself. This story reveals how scary Foo can be to Harvey, and yet how even after all that they can still be friends.

The Squir-rels

The squirrels long to steal the nuts from the trees, but have never pulled it off because they're such doofs. Realizing the only way to achieve their dream is to get help, they entice the kids to join their team with the offer of free food. Harvey soon discovers that the trees don't really care if their nuts are taken or not. Wanting to help the squirrels accomplish their dream, he convinces the trees to play along as they attempt the greatest nut heist in history. This shows that the bad boy persona is really an act for Harvey; he can't help but want to do good things.

Babysitters

Seeing that Ms. Rantula is at the end of her wits with all her kids, Fee is confident she can handle it. The reality of watching dozens of baby spiders hits her and she must ask Foo and Harvey for help. They babies escape into the forest and the kids must scramble to round them all up.

The Spit

The kids hunt for the tallest point in the forest to spit off of. This would just be a fun romp story.

Moving the Rocks

Dissatisfied with the layout of Rockbark Rocks, Fee wants them re-arranged. The only problem is they're incredibly heavy, so she tricks Rooter into helping her.

A Day at the Office

Understaffed one day, Harvey's mom asks the kids to help out at the clinic. Fee works the front desk, Harvey handles all the paperwork, and Foo assists with diagnostic stuff. It all goes south fast.

Contact with Aliens

When the kids make a mess of Nobark Fields, Moff mistakenly thinks aliens have created crop circles and are going to contact him. The kids totally believe that Moff is correct in his assumption. But Fee decides that it's not fair for Moff to go get all the cool alien stuff for himself. She convinces the other two that it would be better to keep the aliens here and make them their butlers. As Moff prepares for his departure into space, the kids secretly plot a way to capture the aliens.

Bound Date

Harvey is frustrated because he's unable to ask Doereen out on a date. So the twins capture her (like deer hunters) and set up a forced date. This story shows the length the twins will go to make Harvey happy.

If a Tree Falls

Unable to get a satisfying answer to the question "If a tree falls in the woods and no one is there to hear it, does it make a sound?" the kids conduct their own science experiment on the forest. They get Moff to help since he's so smart.

The Panic Box

Foo finds some furberries but soon becomes paranoid that everyone wants to steal them from him. Unable to trust even his sister, he barricades himself in a portable panic room (his feet stick out of the bottom so he can walk around). Unable to deal with him like this, Fee and Harvey decide that they have to make Foo think furberry bandits are really attacking him so he can defeat them and feel relieved enough to come back out.

Bath Day

Fee and Foo are filthy. Even Harvey's mom won't let them in the house. They bathe in the hot springs near the lake, but soon discover that it's much too cold outside to ever leave the water. They try to survive in there as long as they can but start to get terribly wrinkled. Soon everyone thinks there are two monsters in the lake.

The Curfew

Officer Fincher's book has been filled with infractions the kids have committed. He's had enough and decides to enact a curfew. The kids must sneak around without getting caught. They try all sorts of ideas: camouflage suits, an underground railway type of tunnel system, decoys. But he keeps busting them. They eventually figure the only way to not break curfew is to make sure it never gets dark outside again!

Dewey's Birthday

Dewey can't remember when his birthday is, so the kids decide to throw him a party. Any excuse for cake is a good one. In an effort to make it awesome, the party gets wild. Dewey passes out and the kids think they've killed him. They try to sneak the body out of the party and dispose of it before anyone notices. He eventually wakes up to the mess left behind by the party. The kids unintentionally created more work for him.